Requirements and Analysis Document for the uDoDo project

Version: 1.0
Date: 2013-05-25
Author: Group 10

-This version overrides all previous versions.

1 Introduction

1.1 Purpose of application

The project aims to create a ToDo-list in standard means but with some extrafeatures. The application can be used for classic ToDo-list usage, and will be able to adapt on different platforms.

1.2 General characteristics of application

The ToDo-list will be a desktopapplication which stands alone(non-networked). It will have a graphical user interface for the Windows/Mac/Linux platforms.

The user will be able to add, edit and delete tasks. When a task is done, the user will be able to mark it as accomplished. The application will be using a GUI suitable for its purpose.

1.3 Scope of application

The application does not support multiple users. Tasks and categories will be saved even after passed deadline for the sake of statistics. The user will be able to choose to delete or keep completed assignments.

1.4 Objectives and success criteria of the project

1. It should be possible to add, edit and delete tasks in the ToDo-list using a graphical user interface. Once a task is finished, the user will be able to complete the task by marking it as accomplished.
2. It should be possible to add a project which subtasks can be added to.

1.5 Definitions, acronyms and abbreviations

- GUI, graphical user interface.
- Java, platform indep endent programming language.
- JRE, the Java Run time Environment. Additional software needed to run an Java application

2 Requirements

2.1 Functional requirements

1. Select a language for the GUI
2. Add a new task to the list
    a. User has to set the titel for the new task.
    b. User could choose to set all/some of the following to the new task: description, deadline, priority or/and category.
3. Add a new project to the list

. User has to set the title of the project and the quantity of the project (hours/pages and so on)

a. User could choose to set all/some fo the following to the new project: description, priority and/or cathegory.

b. User also has the choise to add a new sub task to the project and have to set the titel of the subtask. Also have the opportunity to specify description, quantity and/or priority.

4. Add a new cathegory

. have to choose titel (and possibly color?)

5. Edit task, project, sub task, cathegory
6. Delete task, project, sub task, cathegory
7. End the application

-Create a list of high level functions here (from the use cases).

2.2 Non-functional requirements

2.2.1 Usability

The usability level of the application is a high priority matter. The intent is that the user will be able to start using the application just by looking at the GUI itself, without any complicated instructions. It is also very important that the app is effective and quick to use, since its intent is to be an aid in a stressful everyday life. To verify usability coignitive-walkthroughs will be performed with at least 3 test persons, and the result of the tests will be presented in the final documentation.

2.2.2 Reliability

NA

2.2.3 Performance

Any actions performed by the user should not exceed 2 seconds.

2.2.4 Supportability

The application is implemented to be a desktopapplication, but should easily modifiable to suit other platforms (android etc.).
Code related to the model could be tested manually.

2.2.5 Implementation

To achieve platform indep endence the application will use the Java environment. All hosts must have the JRE installed and congured. The application needs to b e installed on all hosts where it will run (possibly downloaded).

2.2.6 Packaging and installation

The application will be accessible via Github, with a jar-file for the application code.

2.2.7 Legal

There are no legal issues regarding this application.

2.3 Application models

2.3.1 Use case model
See appendix.

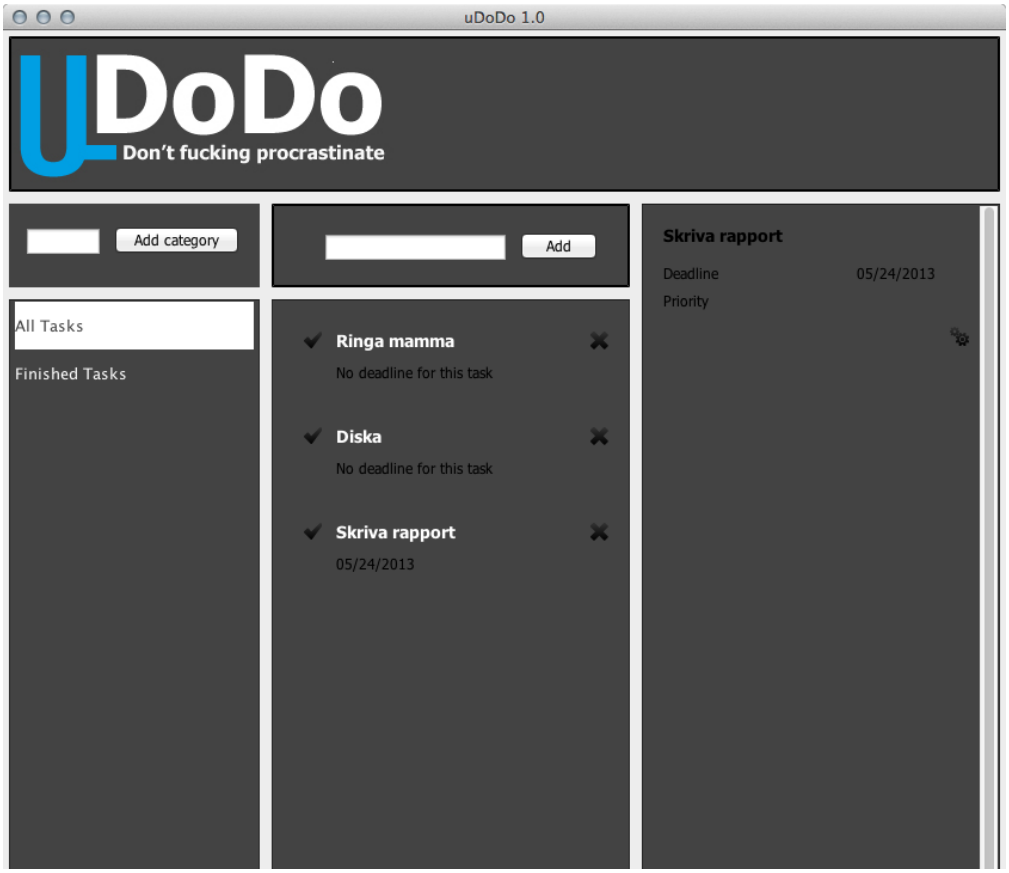
2.3.2 Use cases priority
1. Add task
2. Check/uncheck task
3. Delete task
4. Edit task
5. Add project
6. Check/uncheck project
7. Delete project
8. Edit project
9. Create cathegory
10. Delete cathegory

2.3.3 Domain model
There will be unique id's for each task and project.

2.3.4 User interface
The application will be using a GUI following standard conventions.

2.4 References
1. ToDoList: http://en.wikipedia.org/wiki/Wikipedia:To-do_list

APPENDIX
GUI
Preliminary GUI



Analysis model